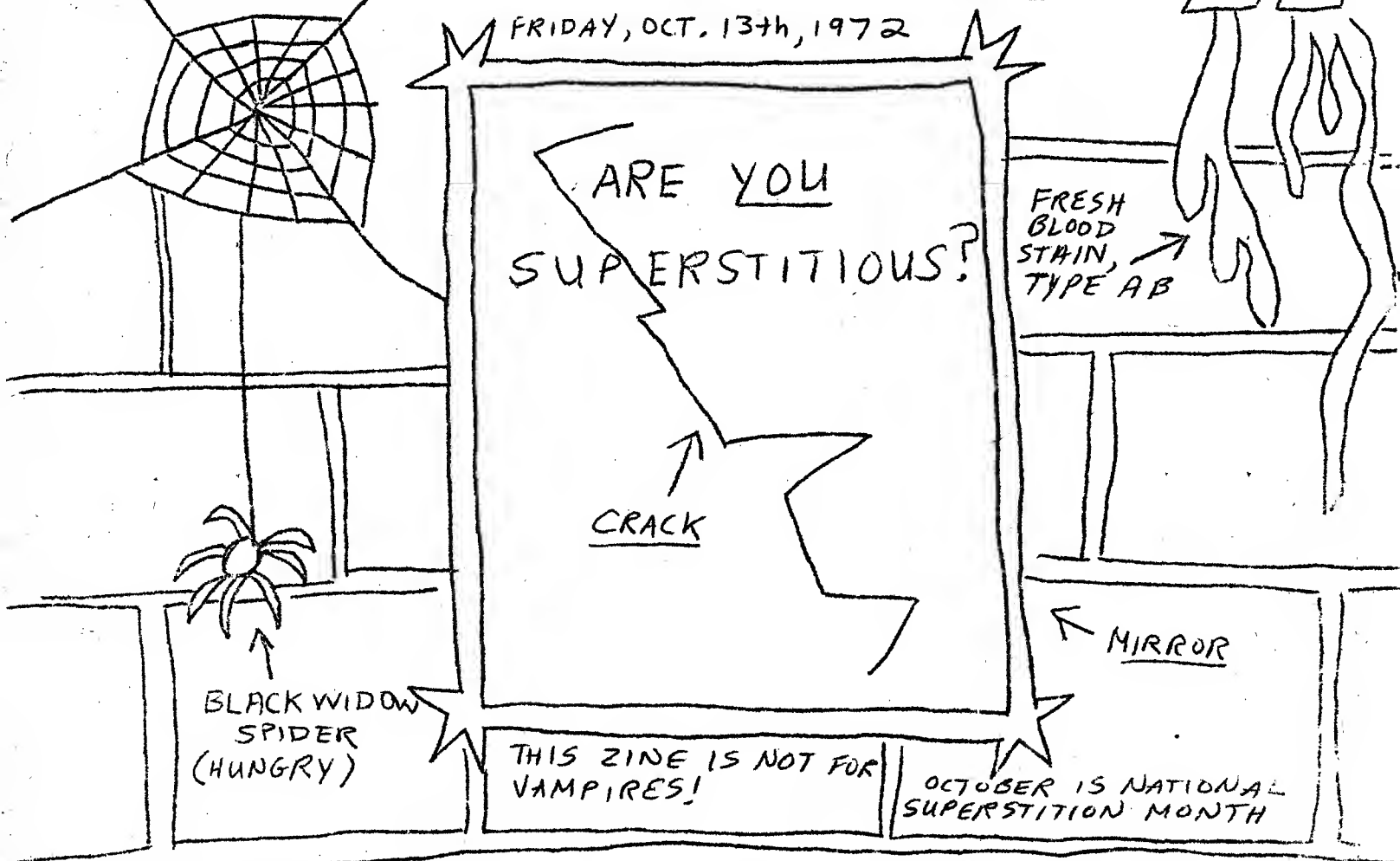


# IMPASSABLE

# #11

FRIDAY, OCT. 13th, 1972



## IF YOU CAN'T SEE YOURSELF IN THIS MIRROR, YOU MUST BE..... A VAMPIRE!

Issue #11, October 13, 1972

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There are a limited number of back issues at different prices, inquire first. Only one game is open and that is Scotice Scripti III.

The gamefee is \$5, and the subscription rate for Impassable is 6 issues for \$1. Standbys are not currently needed--wait until the SSIII game starts.

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Quotes to Remember--

The general root of superstition is that men observe when things hit, and not when they miss; and commit to memory the one, and forget and pass over the other. --Bacon

Superstition is the religion of feeble minds. --Burke

SEE PAGE TWO FOR MORE PLAYERS' INFORMATION

# IMPASSABLE'S REPLACEMENT LIST

Game 1970BJ: 1. Mahler, 2. Keller, T., 3. Schleinkofer, 4. Ray, 5. Antosiak  
 Game 1972AZ: 1. Abbott, 2. Lindauer, 3. Chin, need two more  
 Game 1972BG: 1. Thomas, 2. Weidmark, 3. Lindauer, 4. Keller, T., 5. Abbott  
 Game 1972BW: 1. Richter, 2. Mahler, 3. Weidmark, 4. Johnson, need one more  
 Game 1972CD: 1. Johnson, 2. Abbott, 3. Lindauer, 4. Keller, T., 5. Richter  
 Game 1972CJ: 1. Richter, 2. Gray, 3. Mahler, 4. Nelson, 5. Schill  
 Game 1972CK: 1. Chin, 2. Nelson, 3. Richter, 4. Schill, 5. Ray  
 Game 1972DD: 1. Schill, 2. Schleinkofer, 3. Massar, 4. Blank, 5. Hendry  
 Game 1972DF: 1. Fujihara, 2. McKeon, 3. Tovson, 4. Schleinkofer, 5. Chin  
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## ATTENTION STAND-BYS, WE NEED YOU!

Game 1970BJ: Will Howard Mahler please submit orders for England. Keller can back up.  
 Game 1972AZ: Will Bill Abbott please submit orders for Turkey? Lindauer can back up.  
 Game 1972CJ: Will Mark Richter please submit orders for England? Gray can back up.  
 Game 1972DD: Will William Schill please submit orders for England? Schleinkofer can back up.

In all but one case, players sent their orders in too late. There is no need for anybody to wait until the last minute to mail their orders. One player mailed his on the 12th--one day before the deadline!

Thanks goes for everyone who sent in their substitute orders last time around. It has resulted in one player taking over Germany in Game 1972AZ.

## WHERE ARE YOUR GAMES INSIDE?

Game 1970BJ and 1972AZ on page 3; Game 1972BG on page 4; Game 1972BW on page 5; Game 1972CD and 1972CJ on page 6; Game 1972CK on page 7; Game 1972DD and 1972DF (formerly the 6th and 7th Novice Games, respectively) on page 8

We have a letter from Conrad von Metzke commenting on Len Lakofka's series on games-mastering on page 9. Lots more scattered throughout this horrendous issue!

He that is overcautious will accomplish little.  
 --Schiller, Wilhelm Tell

# AUSTRIA--THE BALANCE OF POWER, PART TWO

Austria is a weak country because it is located among 4 other nations of which 2 are of super power status (Russia and Turkey). In order to win, the Austrian player has to perform an almost miraculous series of diplomatic negotiations. For all practical purposes, Austria has nothing to fear from one neighbor, Germany, in the early stages of the game. Austria has only to arrange mutual peace pacts with two of her remaining neighbors. Under no circumstances can Austria afford to have both Russia and Turkey as enemies. This is because Italy doesn't have the capability to aid Austria against the two superpowers. It would be best for Austria to be allied with either Russia or Turkey, or failing that, to start a war between the two. This would leave Italy to contend with. It is possible, also, to work with Italy against Germany! However, sooner or later, Austria will have to decide in which direction she will expand--east or west. If west, then Austria must attack Italy to make any progress. However, this is bad unless you have either Russia or Turkey as an ally. If east, Austria must decide between Turkey or Russia. It appears, as Edi Birsan theoretically pointed out, that Austrian chances are best with Russia. Why? Austria would be in the way of Turkish expansion! Also, Russia has a longer more damaging border relationship to Austria!

Thus, the best ally is Russia in an eastern expansion while Italy has to be disposed of in a western push. It is most important for Austria to try for Russia as an ally. If this follows through, it would most likely mean a Turkish-Russian conflict most beneficial for Austria. There is the simple law of the balance of power. In the eastern sphere, this means that 2 countries will ally against 2 others, that is, generally. Examples would be Austria and Italy vs. Turkey and Russia, Austria and Russia vs. Italy and Turkey. For Austria to survive and have a good chance to win the game, she must not have more than 2 enemies. It is too easy for the other 3 to gang up on Austria, and the player must work hard to prevent such from happening. If you, as Austria, succeed in upsetting this natural balance of power in your favor (like having 2 allies and only 1 enemy), then you are on your way.

Taking a look at the map, we find that geographically, Austria has 3 vulnerable provinces on her border. In the first year alone, it is possible to have 8 enemy units oppose Austria's 3 units, but this is highly unlikely. However, we do have to worry about  
 (continued on page 12)

GAME 1970BJ, Spring 1904

FRENCH TRY FOR A NEW HOME IN EXILE AS ENGLAND SLEEPS! ITALY GAINS THE MID-ATLANTIC WHILE FIERCE FIGHTING RAGES ON THE EASTERN FRONT!!

AUSTRIA (Beyerlein): A Bud-Gal, A Vie S A Bud-Gal, A Rum-Ukr, A Bul-Rum, A Ser S A Bul-Rum, A Tri-Bud, F Aeg-Con

ENGLAND (Thomas): NOR F Nat H, F Edi H, F Lon H

FRANCE (Lakofka): F Iri-Wal, F Mid-Iri

GERMANY (Cooper): A Pic-Par, A Bur S A Par-Gas, A Par-Gas, A Hol-Ruh, A Mun-Boh, F Nth-Lon, F Den S Rus F Nor-Nth

ITALY (Phillips): A Rom-Ven, A Ven-Pie, A Mar S F Lyo-Spa(SC), F Lyo-Spa(SC), F Spa(SC)-Mid, F Wes S F Spa(SC)-Mid

RUSSIA (Richter): F Nwg-Edi, F Nor-Nth, A Mos-War, A Gal-Rum, A Sev S A Gal-Rum,

F Bla S A Gal-Rum, F Con H, A Ank S F Con H  
TURKEY (Weidmark): A Smy S Aus F Aeg-Con

FALL 1904 ORDERS due Friday, November 3, 1972 at noon.

Propaganda--

Smyrna--How would you know Phillips, you freak! I only stabbed you in that game, because it was stupid not to....it was just my misfortune that my allies were stupid. From what I hear, stabbing is a sacred ritual with you, to be cherished and celebrated whenever possible! Players, bow before God-Phillips! (Bow, bow, bow). Pray for mercy, as in Phillip's religion, you never know when you could fall sacrifice to him.

Smyrna (Next day)--It has been announced that it is the intention of the Turkish Government (US base--Colonel Sander's Kentucky Fried Turkey) to last only as long as France does.

Smyrna (Following day)--Howard Cosell here, aboard the Telestar. Using our long range cameras, we have a perfect view of Europe, especially the west. We now bring you the Olympics, of 1972....boggle, bang, boom, crash....wow, what was that?! The whole place was shaking. Oh my god, look, somebody's throwing bombs on the Olympic site! No, no, that's WWI artillery...ah, we've gone through a time warp! Hey, there goes a whole fleet below us, a French fleet! Ooops, dropped a beer bottle....ah, where'd that fleet go? Well, anyways, stay tuned, same channel, same time, for more coverage of the 21st Olympiad, no, ah, World War Two, no it's one, hell, get that script man in here right away!

Smyrna (The day after)--Sure I remember A Gre-Ion, but I think rather that I sent it A Gre-Aeg! How is that game coming along?

Welsh and Leahy disappeared in mid-summer on me, never to be heard from again, (gee, what good luck).

Smyrna (Late at night)--Phillips said, "How you know, Weidmark?" Weidmark says, "I read it in your biography, and your bible!"

GAME 1972AZ, Spring 1903

Note: Mark Richter is taking over Germany. Everyone's addresses can be found in lastish.

FIERCE FIGHTING IN GERMANY AS FIVE NATIONS MIX IT UP! ALL OF EUROPE IN ONE MASS CONFUSION AS TURKEY TAKES A SAUNA!

AUSTRIA (Osmanson): A Vie-Tyr, A Rum-Ukr, A Bud-Rum, A Ser S A Bud-Rum, F Gre-Aeg, A Pil H, A Boh-Sil

ENGLAND (Wiskow): F Edi-Nth, A Lon H, F Hel S Fra F Bel-Hol, A Kie-Ber/r/, F Swe-Bal, A Nor-StP, F Bar S A Nor-StP

FRANCE (Mahler): F Bel-Hol, A Bur-Bel, F Lyo-Tyr, A Mar-Pie, F Wes C A Spa-NAf, A Spa-NAf

GERMANY (Richter): F Hol-Kie, A Ber S F Hol-Kie, A War-Mos

ITALY (Hollingsworth): A Mun S Ger F Hol-Kie, A Pie-Tus, F Nap-Ion, F Tyr-Tun, F Eas S Aus F Gre-Aeg

RUSSIA (DePrisco): A Liv S A StP-Mos, A StP-Mos

TURKEY (Thomas): NOR F Aeg H/r/, A Con H, F Bla H, A Sev H

SUMMER AND FALL 1903 ORDERS due Friday, November 3, 1972 at noon.

Propaganda--

Ecclesiastes--There is a tide in the affairs of men, which, taken at the flood, leads on to fortune.

France (F Lyon-Tyr), June 9, 1903--December 7, 1901 is a day that will live in infamy. With their march into Piedmont, Italy broke a solemn treaty with this Government. After the customary debate, the Parliament of the Republic has unanimously voted today to declare war on Italy.

France, June 19, 1903--It has been disclosed that Admiral Lavelle had moved his fleets into the Gulf of Lyon, and the Western Mediterranean in anticipation of the action of the Parliament on June 9. In punishment for exceeding his authority, the Admiral has been ordered on an inspection tour of the brothels of Venice, Rome, Naples and Tunis. Stephan of LWOW--I have retreated my government to Stanislaw in anticipation of an  
(continued on next page)

attack by Hugo the Baker. Hugo claims he is coming to aid Poland against Germany. Bah, Humbug! I agree that the new Czar and Kaiser should unite against the Masked Baker and his faithful (?) Italian companion, Tortoni. Of course, Hugo may be giving Italy the boot. Gen. Custer--My predictions for the coming year are England +1, Austria +1, France +1, Italy even or -1, Turkey even or -1, Germany -1, Russia -1. These had better turn out better than Len Lakofka's. My intergame Dumb-dumb Award goes to England, Game 1972BG. Runner-up is Turkey, Game 1972CK.

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GAME 1972BG, Winter 1902

COA--Richard Tovson 303501457, USS Dewey  
DLG-14 A/S, FPO San Francisco, CA 96601

EUROPEAN FACTORIES BUSY MAKING WEAPONS OF WAR!

AUSTRIA (Pyle): Stands Pat  
ENGLAND (Keller): R F Nwg  
FRANCE (Murray): Stands Pat  
GERMANY (DePrisco): B F Ber  
ITALY (Hrbek): Stands Pat  
RUSSIA (Fish): B A Mos, A Sev  
TURKEY (Tovson): Stands Pat

SPRING 1903 ORDERS due Friday, November 3,  
1972 at noon.

Winter 1902 Positions--

Austria: A Ser, F Gre, A Gal, A Boh, A Tyr (5); England: A Edi, F Lon, F Nor, F Nth (4); France: F Eng, F Pic, A Gas, A Mar, F Spa (SC) (5); Germany: A Bel, F Den, A Mun, A Pru, A Sil, F Ber (6); Italy: F Mid, F Wes, A Ven, A Rom (4); Russia: F Swe, F Bla, A Bul, A War, A Liv, A Mos, A Sev (?); Turkey: F Aeg, A Con, F Ank (3)

Propaganda--

Cupcakeville--As John said, Russia has gone from a doomed -3 to a substantial +3--and to whose benefit but Russia?! The pressure was taken off Russia and Italy during 1902, but the countries that shifted commitments, France, England, and Austria have gained NOTHING! Instead, France is ready to be dumped on, England's only area of possible gain has been abandoned, and Austria fights a two front war with no spoils. Austria may pick up in 1903, but he's between a powerful Russia and a growing Italy. How has he made a profit?!

France and Germany allied to blitz Italy but they got cold feet. If they had pressed that attack, or attacked England at once, their future would be much brighter.

Now they find enemies in Tyo, Gal, Boh, War, Livonia, Sweden, MAO, Wes, Lon, and Nth!! Good Lord, are they screwed! I don't know what Italy or Russia could have promised, but it must have been fantastic! If they had taken a second place role to their former attackers you could understand it. Instead, they are leading the game in strength and/or tactical position!

Turkey has been the goat in all of this, but maybe he can talk fast and Austria will help him take Bulgaria back, or France will convoy him to Naples! Anyway, the Winter will bring--

An English removal of Norway if he's sure of Russia, Nwg if he's not--but why keep Norway? If Russia builds in StP, Norway is lost anyway! Germany is forced to build a piece in Kiel--likely Fleet Kiel to combat England. If Germany is really afraid he will build A Kiel. A Ber will allow England too much play. Russia will build A StP and F Sev for a strong aggressive game. His brilliant diplomacy in 1902 warrants a powerful return to power!

El Paso del Norte--What the devil is with Germany? It would be nice to hear from all the players in this game if only a simple "Go to Hell." Come to think of it, where the devil is France? OK, so you guys decided to do everyone else in, but it's nice to say hi as you slip the shaft in. That at least keeps the victim guessing as to your intentions. By never answering any letters, it becomes obvious that you are about to do nasty things. I don't like to get nasty, but it gets tiresome sending letters off into the blue and never getting any answers. If you guys can't afford stamps, say so in the next press release and I'll send you a couple of stamped, self-addressed envelopes.

London--Today the top brass of the infamous D K R were entertained by some film clips and a few toys. The films were of the German invasion of Belgium. The Admiralty was in stitches at the vibrant scenes of German soldiers heading for cover as one of the D K R corporals stood up unarmed to relieve a cramp. Other scenes included a German occupation of a manure pile, and the German Admiral proceeding back to Kiel when a playful peasant lobbed a bar of soap in his dingy. All through this encounter, the French stood by, making digging motions in their noses with what seemed to be their index fingers. There was some speculation that this was a new weapon, but it was dismissed because none of the French seemed to exhibit enough intelligence to do any research in that area. ((Rest of news release is censored out and shortened to nothing to preserve space.--Ed.))

Rome, December, 1902--At his seasonal press conference, King Ernesto il Ginzo today announced his plans to spend his spring vacation somewhere on the Iberian peninsula. When queried as to whether he preferred Spain or Portugal, the King responded that he wouldn't be that particular; he would be content to visit whichever of the two that Italian forces would be able to occupy. He sounded extremely confident that the French would soon be forced to give up their hold on one of those provinces.

Vienna (LRV), Dec. 2, 1902--The Dictator was pleased to see the crumbling of the alliance between France, England, and Germany it was announced today at the Saint Katherine Day Celebration. He was surprised that England thought she would be stabbed, but did not note that Germany is certainly ripe for plucking now with a major threat in the east. So, will France and England take advantage of the weakness of Germany's west? The Dictator said he certainly hoped so. No comment was made concerning Turkey's hopeless position, but there were reports of mass defections from Turkey's Fleet in the Aegean Sea to Austrian forces in Greece.

#### GAME 1972BW, Summer & Fall 1902

TRIESTE AND THE LOWLANDS ARE SCENES OF HEAVY FIGHTING! AUSTRIA GETS CLOBBERED OUT OF THE GAME! HOLLINGSWORTH WINS IMPASSABLE'S BAD DIPLOMACY LUCK AWARD!

Summer 1902--Austria: F Gre R Alb, A Vie R Boh

Fall 1902--

AUSTRIA (Hollingsworth): A Boh S Rus A Gal-Vie/nso/, A Tri S A Ser/a/, F Alb S A Tri, A Ser S A Tri/a/

ENGLAND (Nielsen): F Ska-Den, F Nth S F Ska-Den, A Yor H, F Lon H

FRANCE (DePrisco): F Mid-Eng, A Par-Bur, A Gas S A Par-Bur, A Bur-Ruh, A Bel S A Bur-Ruh, A Pic S A Bel

GERMANY (Davies): F Den-Nth/r/, F Kie S F Den/imp/, A Mun S A Ruh, A Ruh S A Hol, A Hol H

ITALY (Lindauer): A Tyr S A Ven-Tri, A Ven-Tri, A Vie S A Ven-Tri, F Ion-Alb, F Tun-Ion

RUSSIA (Knudsen): A StP-Nor, A Gal-Rum, A Rum-Bul, F Sev-Bla, F Swe S A StP-Nor, A Bud S Ita A Ven-Tri

TURKEY (Abbott): F Aeg S A Gre, A Gre S A Bul-Ser, F Eas-Ion, A Bul-Ser

AUTUMN AND WINTER 1902 ORDERS due Friday, November 3, 1972 at noon.

#### Fall 1902 Supply Center Chart--

Austria: Vie, Bud, Ser, Gal (0) Removes 2, lost 2 units last season (Out of Game)  
 England: Home, Nth, Den (4) Stands Pat  
 France: Home, Spa, Por, Bel (6) Stands Pat  
 Germany: Home, Hol, Den (4) Removes 1 (may disband retreating Fleet Den)  
 Italy: Home, Tri, Tun, Vie (6) Builds 1  
 Russia: Home, Swe, Rum, Nor, Bud, Bul (9) Builds 3  
 Turkey: Home, Bul, Gre, Ser (5) Builds 1

#### Propaganda--

Italy, Sept. 21, 1902--Retaliation by what was left over of the Austro-Hungarian forces was taken this Spring against the Italian Empire. This retaliation was specifically directed at Trieste, and because Trieste was a fairly new Italian province, there wasn't enough time for the Italian Army to set up a military outpost there, so Trieste fell. This action by the Austro-Hungarian forces wasn't taken lightly. As the Dictator of Italy stated on March 21, 1902, "In any event, if there is any threat to Italian Territory this Spring, I will take immediate action to protect Italy at all costs." Today he did just that by employing the entire Italian Army to work for the recapture of Trieste by Italy. The Dictator was quoted in his speech today as saying, "...and I hope that Italy's allies will not let her down." Paris--The Minister of Propaganda and Fear issued the following statement today: "A recent survey has shown that 43.2% of our front line troops are drunk by morning formation. However, our navy remains sober until a half hour after breakfast."

Reykjavik, Iceland--Here's the war news round-up. Spring 1902 found Austria being involved in a lost cause. Even the valiant fighting of the Austrian units didn't help, because Italy, Russia, and Turkey overran Austria. Austria recaptured Trieste, but in doing so, it lost Budapest, Greece, and Vienna. Nothing short of a miracle could save Austria now. Back in Western Europe, England moved full force against Germany only to find Russia advancing on the unguarded English borders to the North, so England will have to turn around, and move against Russia in the North. That would be an interesting game in itself, watching England move back and forth, against Russia, then against Germany, then against Russia, then against Germany, etc. Meanwhile, Germany has set up a brilliant, almost invulnerable, defense to be used against the oncoming French armies, and on top of that, Germany even repelled England's invasion. The big (continued on next page)

question in Europe, that still remains unanswered, is what will Italy, Russia, and Turkey do after Austria's defeat???

Somewhere in the wet water--"Mon deu, I have incompetents manning the oars." "Oui, Pierre, I'll (hic) drink to that." Burp. "We missed Brest by 23 miles." Poor Pierre.

Trieste--"Boo hoo, what should I do?  
Now I've lost Budapest, too."  
Vienna--"Oh when the wops come marching in,  
oh when the wops come marching in..."

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GAME 1972CD, Spring 1902

ENGLAND SNEAKS INTO ST. PETERSBURG! RUSSIA'S HIT HARD IN SPRING OFFENSIVES! IS ITALY MINDING ITS OWN BUSINESS??

AUSTRIA (De Lucia): A Vie-Gal, A Bud S A Vie-Gal, A Ser S Tur A Bul-Rum, F Tri-Alb, F Gre H

ENGLAND (Schleinkofer): F Nor-StP(NC), F Nth-Ska, F Lon-Nth, A Yor H

FRANCE (McKeon): A Par-Pic, A Bur S A Par-Pic, A Spa-Gas, F Por-Spa(SC), F Mar H

GERMANY (Ray): A Bel S A Mun-Ruh, A Mun-Ruh, A Kie-Den, F Hol-Hel, F Ber-Bal

ITALY (Morris): A Pie H, A Ven H, F Tun-Tyr, F Nap-Ion

RUSSIA (Brennan): F Rum-Sev/a/, A Ukr-Rum, A Gal S A Ukr-Rum, A War S A Gal, F Swe H, F StP(SC)-Bot

TURKEY (Nelson): A Con-Sev, F Bla C A Con-Sev, A Bul-Rum, F Smy-Aeg

FALL 1902 ORDERS due Friday, November 3, 1972 at noon.

Propaganda--

Berlin, Jan. 30, 1902--The Danish government has appealed to the Kaiser for military aid with which to defend herself against the English invaders. The Kaiser's reply was, "We will support our Danish friends, but only defensively. We do not want war with England."

Berlin, March 27, 1902--Today the Czar and the Kaiser signed a non-aggression pact in Warsaw. Making the trip to Warsaw with the Kaiser was Princess Helga, his twenty-year old sister. The Czar showed them the sights of Warsaw and the surrounding countryside.

Rome, April 17, 1902--King Victor Emmanuel III disclosed to the press today his feelings on the Franco-Italian crisis: "The Italian military, for the time being, has been ordered to observe a 90-day cease fire in the hopes that the notorious Burgundian army will abandon its position this season. Our government only wants peace with the Third Republic,

and will grant it if their threat to Germany is withdrawn."

The Red Baron Via Vienna--"Onward to Moscow!"  
NSG--Sorry, Mike, but I treat no answer as a "No."

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GAME 1972CJ, Winter 1901

SEVERAL EUROPEAN POWERS BUILDS MORE FLEETS! OTHERS RAISE ARMIES! ALL OF EUROPE READIES FOR ANOTHER LONG YEAR OF TREACHEROUS WAR!!

AUSTRIA (Verheiden): B A Vie, A Bud  
ENGLAND (Cairns): NOR, will be 2 units short in 1902

FRANCE (Cooper): B F Bre

GERMANY (Ostapkovich): B A Kie

ITALY (Lakofka): B F Rom

RUSSIA (Wrobel): B A War, A StP

TURKEY (Atteberry): B F Con

SPRING 1902 ORDERS due Friday, November 3, 1972 at noon.

Winter 1901 Positions--

Austria: F Gre, A Ser, A Boh, A Vie, A Bud (5); England: F Nor, F Bel, A Yor, 2 units short (3); France: A Spa, A Bur, F Eng, F Bre (4); Germany: F Den, A Ber, A Mun, A Kie (4); Italy: A Pie, A Tyr, F Tun, F Rom (4); Russia: F Swe, A Rum, F Sev, A Mos, A War, A StP (6); Turkey: F Ank, A Bul, A Arm, F Con (4)

Propaganda--

Dream Maker, Chapter 4--"Walker, dead! Shot in his room, last night! But, I dreamed I shot him...and that deed in my safety deposit box--it was from Waco, Texas, and I dreamed ....." Thought the frightened Stan Rumble. "Are you alright Mr. Rumble? Mr. Rumble!" said the Bank Guard. "Oh, yes, yes. Thank you Fred--I'll be going now," Stan said in a voice typical of someone 30 years older--weak, cracking, unsure, almost senseless. He walked out of the Bank in a daze.

His Studebaker pulled up in the driveway of his home 40 minutes later. "What are you doing home?! Call me a cow at breakfast, will you?" screamed Erika his wife. "Why... I ought to...Stanley, look at me! Stanley!" But Stan just walked by her and went upstairs to the guestroom and locked the door.

"Am I going mad? No, it must be coincidence." He said to himself. He ran out of the door and downstairs. "Does your family own property in Waco, Erika?" He stammered. "What? Waco! Now listen here, Stanley Rumble, I..." "Oh shut your big mouth and  
(continued on next page)

answer me, woman! I'm in no mood for any of your crap! A man is dead and I must know if I'm involved!" "Whose dead, Stanley? Uncle Charlie in Waco? Poor Uncle Charlie, he..." "Is there any reason why we would have any deeds from Waco, Texas in our vault box? And, no, Charlie is not dead," Stan said, regaining his composure. "Charlie did give us that stack of papers, why Darling?" she said, obviously not expecting her husband to tell her off--and two days in a row, no less--she was unsure how to proceed.

"Ah, then it is just coincidence--how wonderful! We're going out for dinner tonight dear--get dressed!" "Well, if a little yelling gets me a good dinner..." she thought. "I'm going up for a nap--tell Steve to get ready when he gets home and wake me at 5:00!" he said, running upstairs for a few hours of restful sleep.

As dreams are want to do, real people that we know, or have acquaintance with, are cast in various roles. Thus, Stan thought of none other than Uncle Charlie.

"Ok, Charlie, are you ready to dive yet?" said Commander Stan Rumble to his wing man. This was an important mission and protection of the 19th Wing of B24's on their run over Nice was his responsibility.

"All set Capt. Rumble."

"Ok then, Charlie, take off after those bandits!"

Down the planes went. The Germans were taking a beating when..."Stan, get this guy off my tail!" Stan looked at 3 o'clock and saw Charlie's P47 under close assault. "Here I come, Charlie, I'll get him..."

"Wake up Stanley--Steve and I are ready."

"Oh--yes, yes. Be ready in a second!"

To be continued.

Munich, Germany--Hail, ye valiant defenders of the ancient city! In the Black Fall of 1901, the honorable defenders of our fair Bavarian town did utterly clobber a hideous attacking force composed of Wops and Slobs, er, Slavs, armed to their cavity-ridden teeth with all sorts of military nasties, like guns and bombs and poisoned sardines. We met them on the field of battle (ten miles south on Route Eins and make a left at the Esso sign) and did unto them what they had intended to do to us. It is inspiring to note that just before the forces clashed General Wolfgang Konstantine looked upon the blazing noon-day sun and saw, there within its sparkling, golden sphere, a powerful symbol which spurred his troops onward to glory--the dual serpents and staff of the American Medical Association, sponsors of the festivities.

## GAME 1972CK, Winter 1901

Note: Bruce Chin is now playing Austria. All addresses can be found in last issue.

## EUROPE TAKES A BREAK FROM FIGHTING WARS TO REARM THEMSELVES FOR MORE BIG OFFENSIVES!

AUSTRIA (Chin); B A Bud, A Vie  
ENGLAND (St. Johns); B F Edi  
FRANCE (Gray); B F Bre, A Par  
GERMANY (Lindauer); B A Ber  
ITALY (Gershenson); B A Ven, F Nap  
RUSSIA (Davis); B F StP(NC)  
TURKEY (White); B F Con

SPRING 1902 ORDERS due Friday, November 3, 1972 at noon.

## Winter 1901 Positions--

Austria: F Gre, A Ser, A Tri, A Bud, A Vie (5); England: A Nor, F Nth, F Nwg, F Edi (4); France: F Por, A Bur, A Spa, F Bre, A Par (5); Germany: A Hol, A Ruh, F Den, A Ber (4); Italy: A Mun, A Tyr, F Tun, A Ven, F Nap (5); Russia: F Rum, F Bot, A Gal, A Fin, F StP(NC) (5); Turkey: A Bul, A Smy, F Aeg, F Con (4)

## Propaganda--

America--December 25, 1901--American Newsmen, Ed Furrow-Brow and Walter Von Crankase reported to the American press that it appeared that the Austrian Empire is heading for real trouble.

Berlin--I will get you, King David buby! May the great god Wotan zap you with a thunderbolt while I boil you in your own olive oil for your treachery!

Constantinople, Dec. 2--Enraged over Austria's brutal conquest of Turkey's defenceless neighbor, Greece, the Sultan vowed Holy War against the Austrian infidels. A call was made throughout Islam for volunteers and the Sultan promised that a horde of dervishes would be ready to fling themselves fanatically against the enemy in the spring. The Sultan also pointed out that peace was highly improbable with the new Austrian government because the new emperor was an even greater imperialistic despot than the old one and that we would not rest until Vienna had fallen.

Germany, Jan. 1, 1902--This past Fall, the German Government put it's faith in the Italian Government, because of the promise made by the Italian Government that it wouldn't attack Munich. This faith was in vain because the Italian Government went back on it's word, and it attacked Munich.

(continued on next page)

8  
This action wasn't taken lightly, though, and the decision was made that the Italian invaders must be repelled immediately. The new German Army established in Berlin was meant for this task, and it will try to accomplish it as soon as possible. As of this day, the German Government declares that a state of war exists between Germany and Italy.

London--(January 1902)--After a fifteen hour session of Parliament, King Richard II today announced a formal declaration of War on Russia. "We cannot allow these Godless barbarians to overrun the poor peoples of Scandinavia," announced the King. From No. 10 Downing Street, the Prime Minister, in a separate press conference, announced he was immediately calling on all European heads of state to join in an alliance against Russia and Turkey. "It only makes sense," said the PM, "if you look at the percentages of victory in 247 wars (as compiled by Walker and reported by Boyer) Russia wins 34% of the time and Turkey wins 22.3% of the time. Together, and they are obviously together, this makes 56% and it will take a selfless, combined effort on the part of all other countries to survive. As one of our colonials once said, 'we will all hang together or we will all hang separately'."

Paris--December 31, 1901--It was announced today, on the eve of the New Year, that the French Minister of Defense has ordered that a new army is to be raised in the garrison in Paris for the coming year. Then, he threw in a real shocker when he announced that a new fleet had been commissioned and that it was being assigned duty in the port of Brest. In a direct quote, the Minister said, "I do not want our intentions by this action to be misconstrued by our allies. France has only peaceful intentions with regard to her allies, but feels she must secure for herself a position of strength and not one of virtual isolation." He further said, "An alliance is a bond that is built on mutual trust and if there is trust then it will bring victory."

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GAME 1972DD (formerly the 6th Novice Game),  
Fall 1901

Note: I finally got the Boardman numbers for this and the 7th Novice Game. Please use your boardman number to identify your orders.

ENGLAND APPROACHES CIVIL DISORDER AS IT COMES  
UNDER STRONG ATTACKS! RUSSIA TAKES 3 CENTERS!

AUSTRIA (Leerkamp): F Alb-Gre, A Ser S F Alb-Gre, A Bud S Rus A Ukr-Rum

ENGLAND (Dick): NOR F Nwg H, F Nth H/r/,  
A Lvp H  
FRANCE (Fujihara): F Eng S Ger F Den-Nth,  
A Pic-Bel, A Spa-Por  
GERMANY (Chin): F Den-Nth, A Kie-Den, A Ruh-Hol  
ITALY (Roll): A Ven H, A Apu-Tun, F Ion C  
A Apu-Tun  
RUSSIA (Nelson): F Bot-Swe, A StP-Nor, A  
Ukr-Rum, F Bla S A Ukr-Rum  
TURKEY (Stone): A Bul-Gre, F Con-Aeg, A  
Ank-Con

AUTUMN & WINTER 1901 ORDERS due Friday,  
November 3, 1972 at noon.

#### Fall 1901 Supply Center Chart--

Austria: Home, Ser, Gre (5) Builds 2  
England: Home (3) Stands Pat  
France: Home, Bel, Por (5) Builds 2  
Germany: Home, Hol, Den (5) Builds 2  
Italy: Home, Tun (4) Builds 1  
Russia: Home, Rum, Swe, Nor (7) Builds 3  
Turkey: Home, Bul (4) Builds 1

#### Propaganda--

Athens--Reasons for the recent occupation of Greece by units of the Austrian Navy still remains unclear. Turkish sources deny Austrian allegations that a pending Turk invasion has been thwarted by Austrian armed forces. Rumors do persist that several Turkish pre-invasion patrols were captured while stealing hubcaps from Greek vehicles parked near the Greece-Bulgaria border. However, even these rumors are denied by the Turks who contend that such charges are ridiculous since Turkish scientists have not yet discovered the principle of the wheel and therefore there are no hubs in Turkey that need to be capped.

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GAME 1972DE (formerly the 7th Novice Game)

NO WINTER 1900 PROPAGANDA! ALL CAPITALS  
ARE QUIET AS WAR LOOMS STRAIGHT AHEAD IN TIME!

SPRING 1901 ORDERS due Friday, November 3,  
1972 at noon.

Good luck, gentlemen, in your game.--Ed.

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We judge ourselves by what we feel capable of doing, while others judge us by what we have already done. --Longfellow

Ability is of little account without opportunity. --Napoleon

## A LETTER TO THE EDITOR

I received the following letter from Conrad von Metzke, gamesmaster/publisher of Costa-guana, and current custodian of the Boardman numbers. I am printing that part which commented on Len Lakofka's Part IV of his series on gamesmastering.

"Having been a gamesmaster myself, I speak from the same vantage point as does Len, and in spite of this I disagree with his rigidity. My attitude toward late moves, missed orders, screw-ups, overtime phone calls, and the whole binge is this: Postal Diplomacy is a game for people, run by and participated in by people. It is not a computer exercise or a training school for adherence to Robert's Rules of Order.

Reasonable limitations on just how far you will go are one thing; absolute unbending tautness is another. The latter is, in my mind, undesirable. Example: Any time an error of the post office is demonstrated to me to have occurred, I will make adjustments. Any time. If it is impossible to adjust, for reasons of the game having gone too far, I will compensate the injured player in some way agreeable to both of us. But I will not reply by saying 'toughsky---sky.'

Another example: Len is paranoid about cheating. I have never seen an instance of player cheating yet, and I've played in 75 games and run 40. (I have seen Gamesmaster cheating, but that's unrelated.) If some guy calls me up five minutes after the deadline and says, 'Here are my moves, your line was busy,' of course I'll take them. Further, any moves postmarked on or before the deadline which arrive before I type the game in question are accepted....it is my belief that it is the responsibility of the players to keep their moves and strategies to themselves until the printed results are out. (As an aside, in one of my current games, Len himself ran afoul of this attitude of mine. After the deadline had passed, Len called up his mortal enemy in the game and told him what he had done. Meanwhile, I had discovered a mess in adjudication and had delayed the game accordingly.)

Example: A player should not be obligated or expected 'to have agreements with other players' to advise them of receipt of an issue. So, if player X doesn't get his magazine, I will under no conditions hold him liable. Amateur publishing is at best an erratic and tenuous thing; 90% of all gamesmasters experience occasional printing delays. Sometimes the reasons are unjustifiable, other times they are quite valid. (For instance,

I once delayed an issue two weeks because I had only enough money to either eat or mail the 'zine. I preferred to eat.) But, the delays are common, and for players to expect or to presume utter precision is unrealistic. And for the gamesmaster to penalize people because they do not so presume is the height of arrogance and unfairness.

I will agree with Len to an extent, though. There is a point. If a player claims he hasn't gotten the issue several times, then there's a suspicious character. If a person invariably phones ten minutes after every deadline, especially if his game ally lives in the same town, then there are suspicions validly raised. And if some ass undertakes to abuse the reasonable leeways extended by a 'soft-hearted' (which I prefer to read as 'human') gamesmaster, then there is a necessity to clamp down or watch the game sink into the sunset.

But the simple-minded thesis that System X is unbeddable and must therefore be followed is asinine. Len is saying, if we read between his lines, that any GM who shaves his rules to accomodate reasonable problems is miserable and horrid. Bull. Any gamesmaster who won't give a millimeter is intolerable. With that kind of split-second piddling, who the hell can have any fun?"

--Conrad von Metzke

U.S. POSTAL SERVICE REPORT (reprint)  
by Len Lakofka

Last issue we promised that we would print Len's statistics on the postal service. So, here is the report! Be amazed, appalled, or horrified--pick your choice!

We have all suspected that the U.S. Postal service is screwed up, well here is proof! I have kept track of my mail into Chicago for 4 full months on most classes and up to 10 months on other classes, here are the results!

1. Special Delivery (53 pieces of mail in 10 months)

Arrived same day as mailed, 2; Arrived one day after postmark, 20; Arrived two days after postmark, 16; Arrived three days after postmark, 10; Arrived four days after postmark, 2; and Taken back to postoffice instead of left at apartment (his), 3!

2. Air Mail (154 pieces in 4 months ending Sept. 14, 1972)

# of pieces	origin	days after postmark
		1 2 3 4 5 6+
34	West Coast	3 16 10 2 2 1

(continued on next page)

# of pieces	origin	days after postmark					
		1	2	3	4	5	6+
40	East Coast	9	14	17	--	--	--
21	Illinois	10	7	2	1	1	--
33	All other US	6	14	7	1	3	2
26	From Canada	2	10	12	1	1	--

note: day=business day, not sunday or holidays.

3. First Class Mail to Chicago for 4 months--  
744 pieces!

# of pieces	origin	1	2	3	4	5	6	7+
146	West Coast	17	61	43	20	2	1	2
130	East Coast	23	80	20	5	--	1	1
204	Midwest	104	80	14	4	1	1	--
201	Rest of U.S.	53	109	30	6	2	--	1
63	Canada	1	24	34	1	1	2	--

4. An entire first class mailing of ATLANTIS was lost!!

5. A mailing of 573 INTERNATIONAL WARGAMER magazines was just 'discovered' in the downtown post office, 5½ weeks after mailing!!

6. Reported lost mail to Chicago in 4 months--11 pieces.

7. Reported lost mail from Chicago in 4 months--10 pieces!

8. Mail returned to sender even though it had the correct address--7 pieces!!!

9. Mail returned because of poor address, 31 pieces, BUT 14 of those took over 7 days to get here!

Do you wonder why Gamesmasters ask for sealed orders, substitutes, double sets of orders, etc.?? Just look at the percentages. Over 3 days by Air Mail was 9.7%!!!, 3 days exactly was 31.1%!!! Over 2 days by SPECIAL DELIVERY was an alarming 28.3%!!! 4 days or more FIRST CLASS was 6.8%

Now I will be glad to admit that the Chicago Post Office is more screwed up than others, but still, mail service in the US is just terrible.

If you could help to document this please keep track of your mail for 1 full month. Subtract the postmark from the day of receipt remembering to keep air mail and first class separate. Send the results of your survey to me as soon as you finish. Anyone who really wants to see chaos, keep track of the month beginning November 25, 1972!!

REMEMBER--mail two sets of orders

--use insurance post cards

--FILE SEALED ORDERS!!

--mail 4 days before the deadline!!

Any comments on this report can be sent to Impassable for publication. I will soon have my own statistical report to make. My situation on the East Coast should prove to have longer delays than Len's--especially from the West Coast!--Impassable

## SOLUTIONS TO PUZZLES #9 & 10

Puzzle #9--First, an angle inscribed in a circle is measured by one half its intercepted arc. Thus, angle  $LPH = \frac{1}{2}$  arc LH. Second, an angle formed by two secants intersecting outside a circle is measured by one half the difference between the intercepted arcs. Thus, angle  $LSH = \frac{1}{2}(\text{arc LH} - \text{arc RL}) = \frac{1}{2}\text{arc LH} - \frac{1}{2}\text{arc RL}$ . Therefore, angle LSH is less than angle LPH. As long as the captain makes sure that angle LSH is less than horizontal danger angle LPH, the ship is outside the circle and is therefore safe from the reefs.

Puzzle #10--(this solution was sent in by Howard Mahler--congratulations, Howard). Starting with numbers as assigned in last issue's diagram, we use letter L to mean moving the piece one square to the left, R means 1 square to the right, U means up, D means down. Double letters means moving in direction two squares. You can also have combinations such as RD meaning 1 square to the right and then 1 square down. Okay? The solution: 9L (meaning moving piece numbered 9 1 square to the left), 3D, 8R, 4D, 5L, 7UR, 9UU, 3L, 7DD, 9RD, 5RR, 6UL, 8UU, 3L, 7L, 9D, 5D, 8RR, 6RR, 3U, 4U, 7LL, 9LL, 5D, 8DL, 2DD, IMP-R (meaning moving piece called Impassable--the biggest piece--1 square to the right), 1R, 4UU, 3L, 9UU, 7RU, 5LL, 8DR, 6DD, 2L, 8UU, 6RU, 5RR, 7DL, 9DD, 3R, 7UU, 9LU, 5LL, 6DL, 8DD, 2R, 3R, 1D, 4R, 7UU, 9UU, 1L, 4DD, IMP-L, 2UU, 3R, 6UU, 8LU, 5RR, 1D, 4D, 6LL, IMP-D, 7RR, 9UR, 6UU, 1UU, 4L, 5L, 3D, 2D, 7R, (R, 6R, 1U, 4U, 5L, 8D, IMP-D, 6DR, 1R, 4U, IMP-L, 6DD, 9DD, 7LD, 2U, 3U, 8R, 6D, 9D, 7D, 2L, 3UU, 8UU, 6RU, 5RR, IMP-D, 7LL, 9UL, 8L, 6L, 3DD, 2R, 1R, 9UU, 7RU, IMP-U, 5LL, 6DR, 8DD, IMP-R, 4DD, 9L, 7L, 1L, 2L, 3UU, IMP-R, 1D, 9R, 7U, 4U, 1U, 5U, 8LL, 6LL, IMP-D, 2D, 3D, 9RR, 7RR, 1U, 4U, 5U, 8U, 6L, IMP-L, IMP-DD  
Finished! Howard says he solved it in 3½ hrs!

## IMPASSABLE PUZZLES #11 & 12

Some people obviously take an interest in puzzles. For example, Howard Mahler was kind enough to solve the puzzle (#10) and end my frustrations by sending me the solution. On the other hand, John DePrisco took time out to send me several puzzles to try and use in Impassable. So, I will use one of his plus one donated by a friend of our family, Ed Blacksmith. Ed is a Computer Programmer and doesn't play Diplomacy, but his puzzle is certainly tough! See next page for these two puzzles!

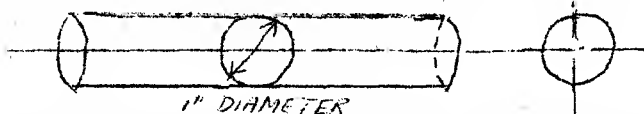
Puzzle #11--(contributed by John DePrisco)

THE MURDERED CARD PLAYER--Four men, whom we shall call Robert, Ronald, Ralph and Rudolph, were playing cards one evening. As a result of a quarrel during the course of the game, one of these men shot and killed another. From the facts given below, see if you can determine who the murderer and his victim were.

1. Robert will not expose his brother's guilt.
2. Rudolph had been released from jail on the day of the murder, after having served a 3-day sentence.
3. Robert had wheeled Ralph, a cripple, to the card game at Ronald's house.
4. Rudolph had known Ronald for only five days before the murder.
5. Ralph had met Robert's father only once.
6. The host is about to give evidence against the murderer, whom he dislikes.
7. The murdered man had eaten dinner on the previous night with one of the men who did not bowl with Ronald customarily.

Puzzle #12--(contributed by Ed Blacksmith)

Problem--A cylinder 1" in diameter has a hole 1" in diameter drilled through its side. What is the volume of the drilled out portion?



Both solutions will appear in Impassable's issue #12. Until then, have fun, fellas!

GUIDE TO THE GM, PART 5<sup>1</sup>--How Can the Players Keep the Game Moving?  
by Len Lakofka

Each player would like his game to move at a reasonable rate with as few hassles as possible. There are many things the player can do to aid in bringing about a smooth running enjoyable game.

I. Submission of Orders

- A. Always type or print, never write. To prevent errors, write out province names.
- B. Be careful with abbreviations! Don't use 'Tyr.S.' for Tyrrhenian Sea. 'S' also means support. Use 'Hold' or write out 'stand'--again A Pied S could be an incomplete order--or A Pied Stand. The GM can't read your mind, only the paper, and he can only read that if its clear!
- C. Never, ever put moves in the bodies of letters, protests, mash notes, etc! They

get lost that way.

D. Use this Check List for your orders:

- a. Is the Game Number included?
- b. Is the country I'm playing included?
- c. Is today's date included?
- d. Is the year and season stated?
- e. Have I signed it?!

E. Never place orders on two sides of a piece of paper.

F. If you must put two sets of orders on one page, split them up! If you put two sets on a post card/index card, split the card in half using each side instead of top and bottom.

G. Avoid post cards and pieces of paper smaller than  $5 \times 8\frac{1}{2}$ ".  $8\frac{1}{2} \times 11$ " paper is always best, even if it's the build of one piece!

H. Put your return address on the envelope. And print the GM's address!

I. Include changes of addresses on separate cards/pieces of paper.

J. Type or print your press and proofread it!!!

K. Proofread your orders!!!!

II. Receipt of the zine.

1. Set up a check of zine arrivals with a fellow player, so if the zine is delayed/lost, you'll know.

2. Look at your game at your first opportunity to proofread for errors. Read all players' moves and report errors at once, don't delay.

III. Reporting Errors.

1. The most common GM's errors are:

- a. typos in place names
- b. failure to show success/failure of a single order correctly.
- c. incorrect credits of supply centers. Watch for errors--even if they are obvious--report them, please!

2. For God's sake, be civil when an error is made. Point it out clearly and emotionlessly, please. Don't write as if the world has dealt you a mortal blow or the GM is out to murder you in your bed!

IV. Insurance--use some kind of insurance method in submitting orders.

1. Receipt post card.
2. Two separate sets of orders to GM
3. Mail 4 days before deadline!
4. Submit 'General/Sealed' orders
5. Submit a conditional move for next season.
6. Ask GM to accept a specific substitute to use if you miss move.
7. Ask GM to call you collect if you have no moves on file.

If you do these simple things, then lost moves and delays should be very rare, if ever occurring.

## RESULTS OF THE LAST POLL

Only 25 players bothered to answer mandatory questions. I gave plenty of time, and I gave two notices, but only 25 brave souls had the time and nerve to sit down and answer the two important questions. I guess the ones who didn't bother to answer were those typical of that great American silent majority. Well, you asked for it, and now your chance is past!

Thus, the official results are as follows:

1. Should we allow black propaganda?

YES 13, NO 12

2. Should I limit propaganda?

YES 15, NO 10

This means that for lack of any sizeable majority, Impassable will allow for the time being, use of black propaganda. The second question was approved, and I will begin to act more strongly in the process of censorship, etc. I have already started with this issue, and will become more firm in the issues ahead. As a rule, try to limit your propaganda to 20 lines in a column. This rule will be applied in relation to the total output for the game for a particular season, and for the entire issue's output. I will begin to cut out overly long propaganda, and cut out propaganda that is not interesting or well written. Beware!

-----  
AUSTRIA (continued from page two)

Galicia, Tyrolia and Trieste. These three provinces are subject to standoffs with enemy units. (Technically, Bohemia could also be a standoff situation, but a German move to Boh in the first year is exceedingly rare) An invasion of any of these three provinces usually means war from the participating

neighbors unless you made advance arrangements. Because of Austria's initial setup, her Vienna army is the unit delegated to defend these 3 provinces. If both Russia and Italy are warlike in their letters to you, the situation begins to look bad. Even a Turkish ally wouldn't be able to help you much--in fact, he may be later persuaded to join the other 2 to a feast! Austria's other 2 units are almost always moved to take control of Serbia and Greece. What you actually do depends on your analysis of the alliance structure. If you feel that all 3 are allied against Austria, kiss goodbye to the game.

A Bud-Ser and F Tri-Alb are standard opening moves for Austria regardless of who is the enemy. A Vie is the unit that moves to meet the pending threat. The big problem is that A Vie can't cover all 3 possible crisis areas at once--this is the basic weakness of Austria in the first game year.

Austria doesn't have too many options, militarily, but she does have to work hard at making a balance of power favorable for Austria. Try to have only one enemy, and make it Turkey. If at all possible, try to get Turkey into a fight with Russia. If you can have an early alliance with Italy, so much the better. Then, you can help whomever is losing between Russia and Turkey, and thus keep them going at each other's throat while you expand at their expense, or in other directions. For Austria, it is make or break as she develops the necessary alliances for survival. Given a chance, Austria can win big. Next, England.

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Never answer a letter while you are angry.

--Chinese Proverb

IMPASSABLE

117 Garland Drive  
Carlisle, PA 17013

Richard Vedder  
1450 N. Cherry Avenue  
Tucson, AZ 85719

This is your last issue unless you do something about it\_\_\_\_  
Your orders had: \_\_\_\_no date,  
\_\_\_\_arrived late, were unsigned  
\_\_\_\_; You are asked to submit  
standby orders\_\_\_\_

FIRST CLASS MAIL



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